

FIG. 1

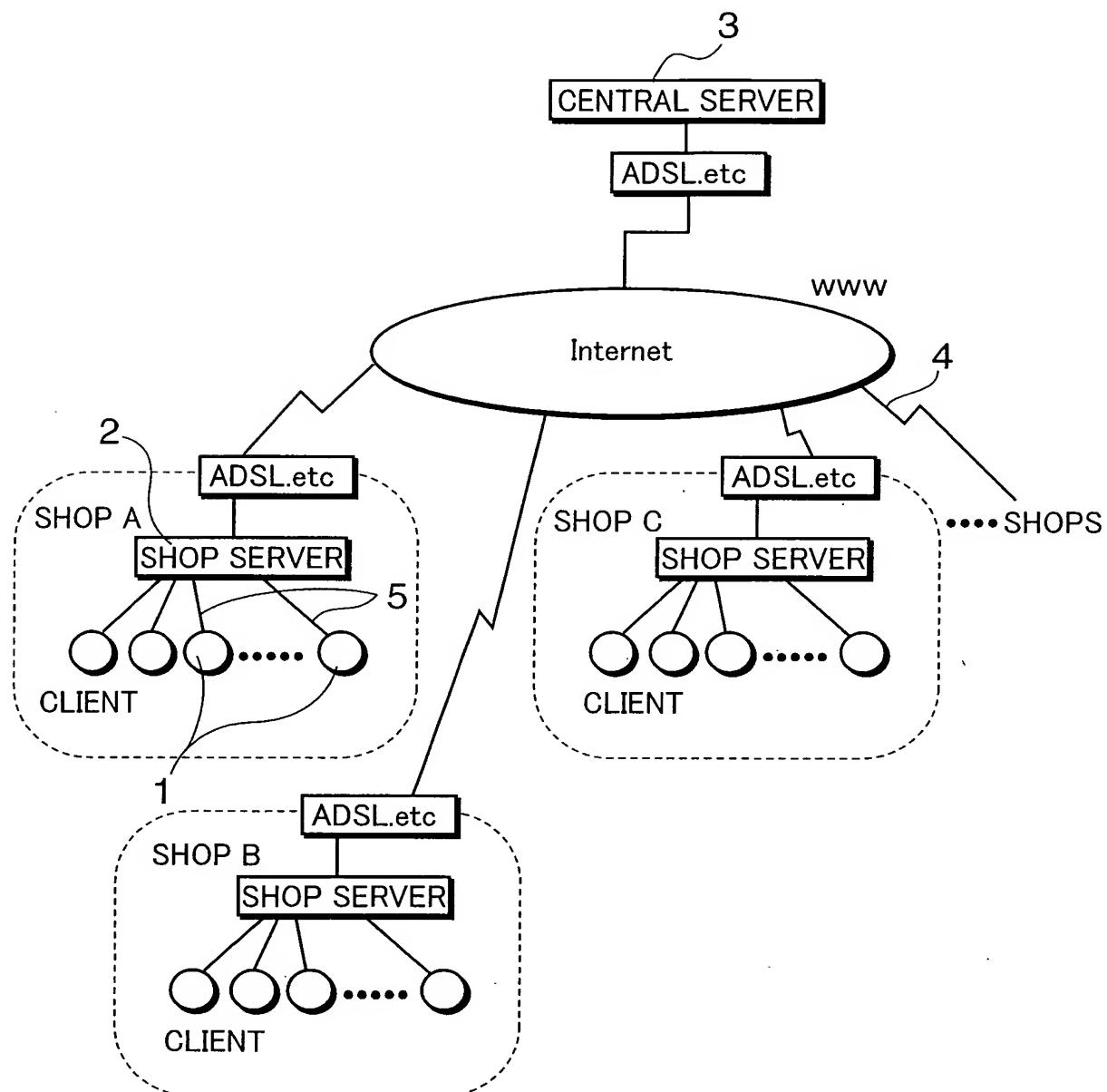
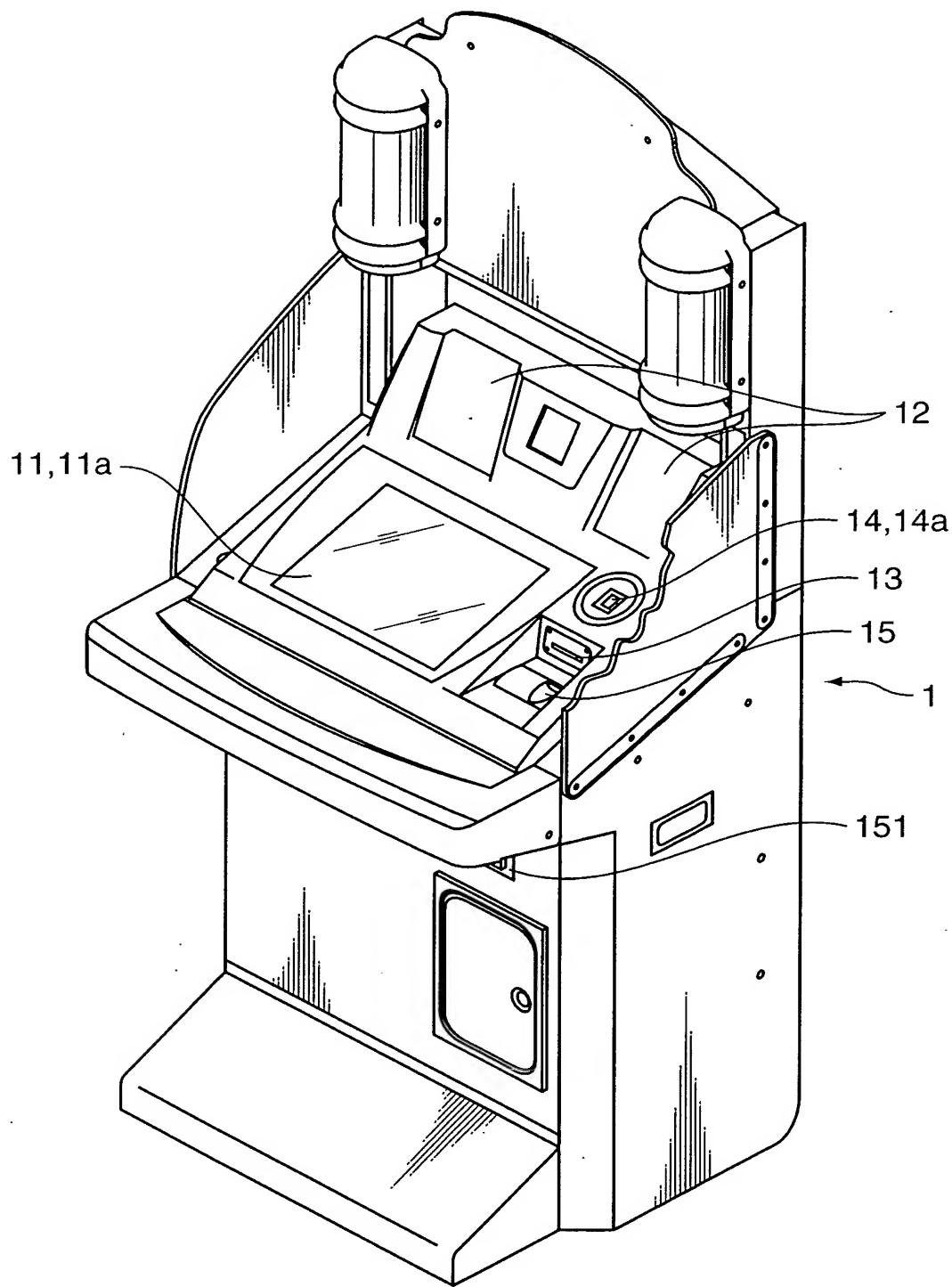


FIG.2



Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

FIG.3

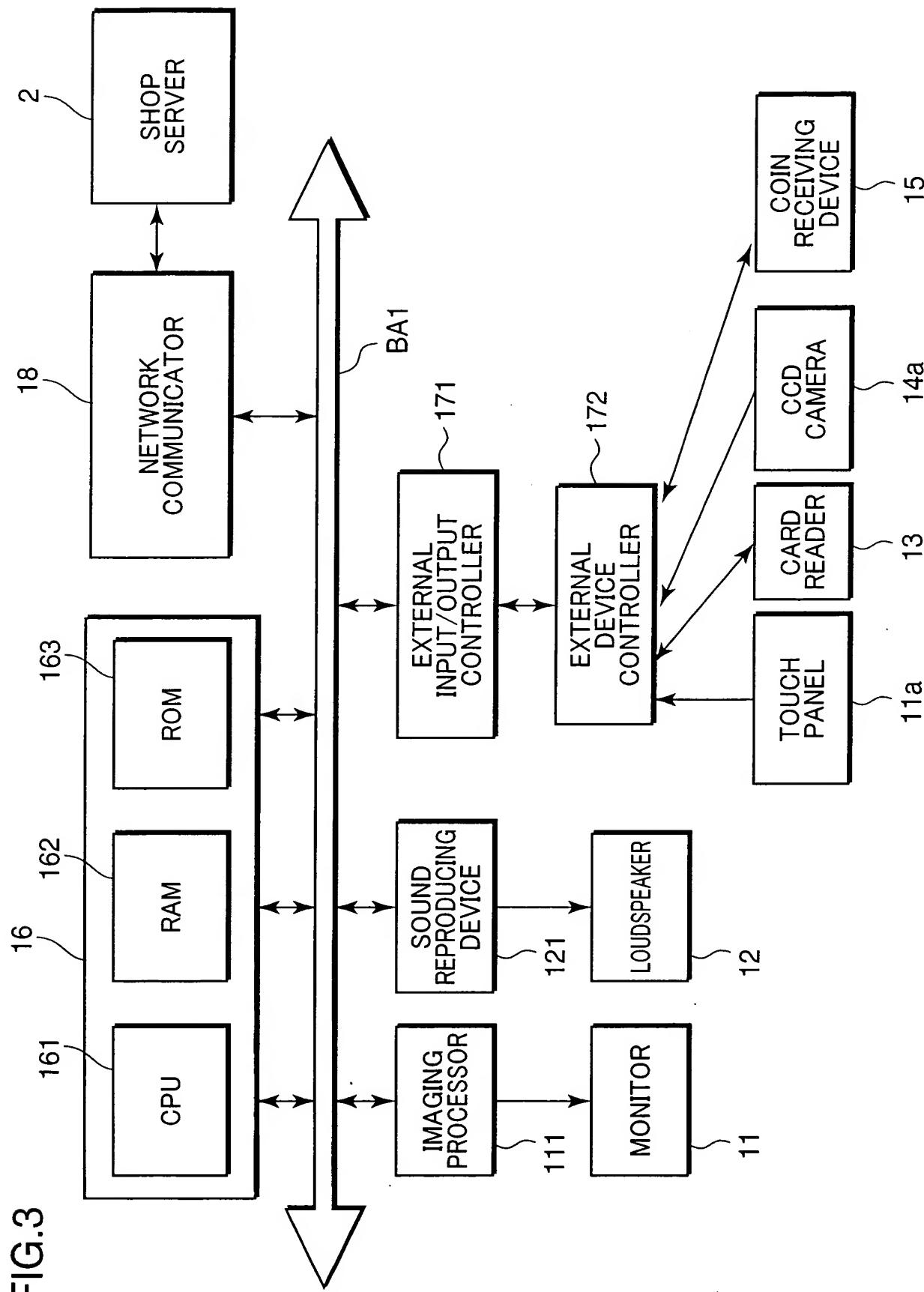


FIG.4

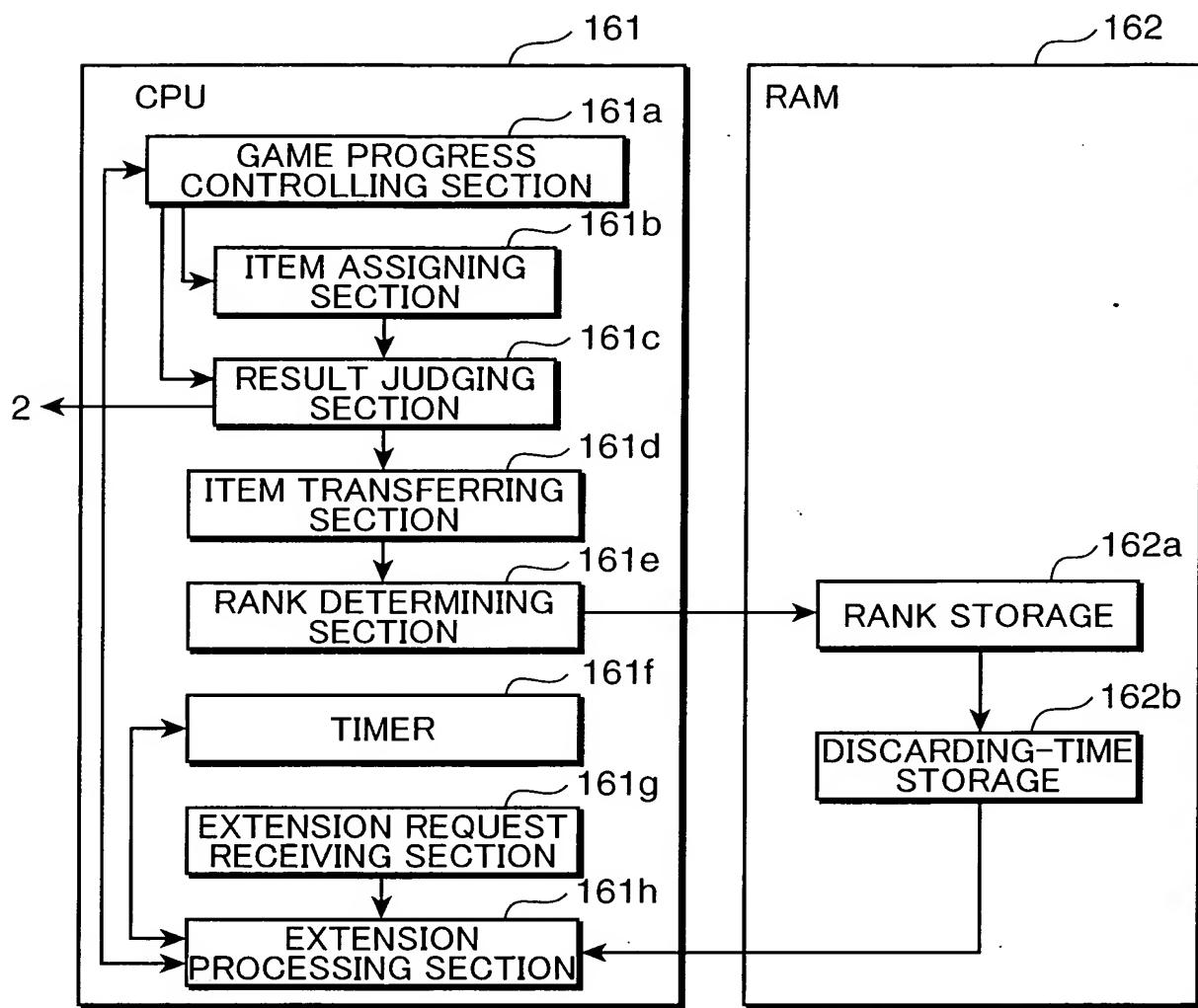


FIG.5A

RANK	POINTS
TENTH KYU	0~99
NINTH KYU	100~199
EIGHTH KYU	200~299
SEVENTH KYU	300~399
SIXTH KYU	400~499
FIFTH KYU	500~599
FOURTH KYU	600~699
THIRD KYU	700~799
SECOND KYU	800~899
FIRST KYU	900~999

FIG.5B

RANK	NUMBER OF POSSESSED CHIPS (TC)
FIRST DAN	$1 \leqq TC < 5$
SECOND DAN	$5 \leqq TC < 10$
THIRD DAN	$10 \leqq TC < 16$
FOURTH DAN	$16 \leqq TC < 22$
FIFTH DAN	$22 \leqq TC < 29$
SIXTH DAN	$29 \leqq TC < 37$
SEVENTH DAN	$37 \leqq TC < 46$
EIGHTH DAN	$46 \leqq TC < 56$

FIG.6

RANK	TILE DISCARDING TIME
TENTH KYU	5.5
NINTH KYU TO FIFTH KYU	5.5
FOURTH KYU TO FIRST KYU	5.0
FIRST DAN TO FIFTH DAN	4.5
SIXTH DAN AND ABOVE	4.0

FIG.7

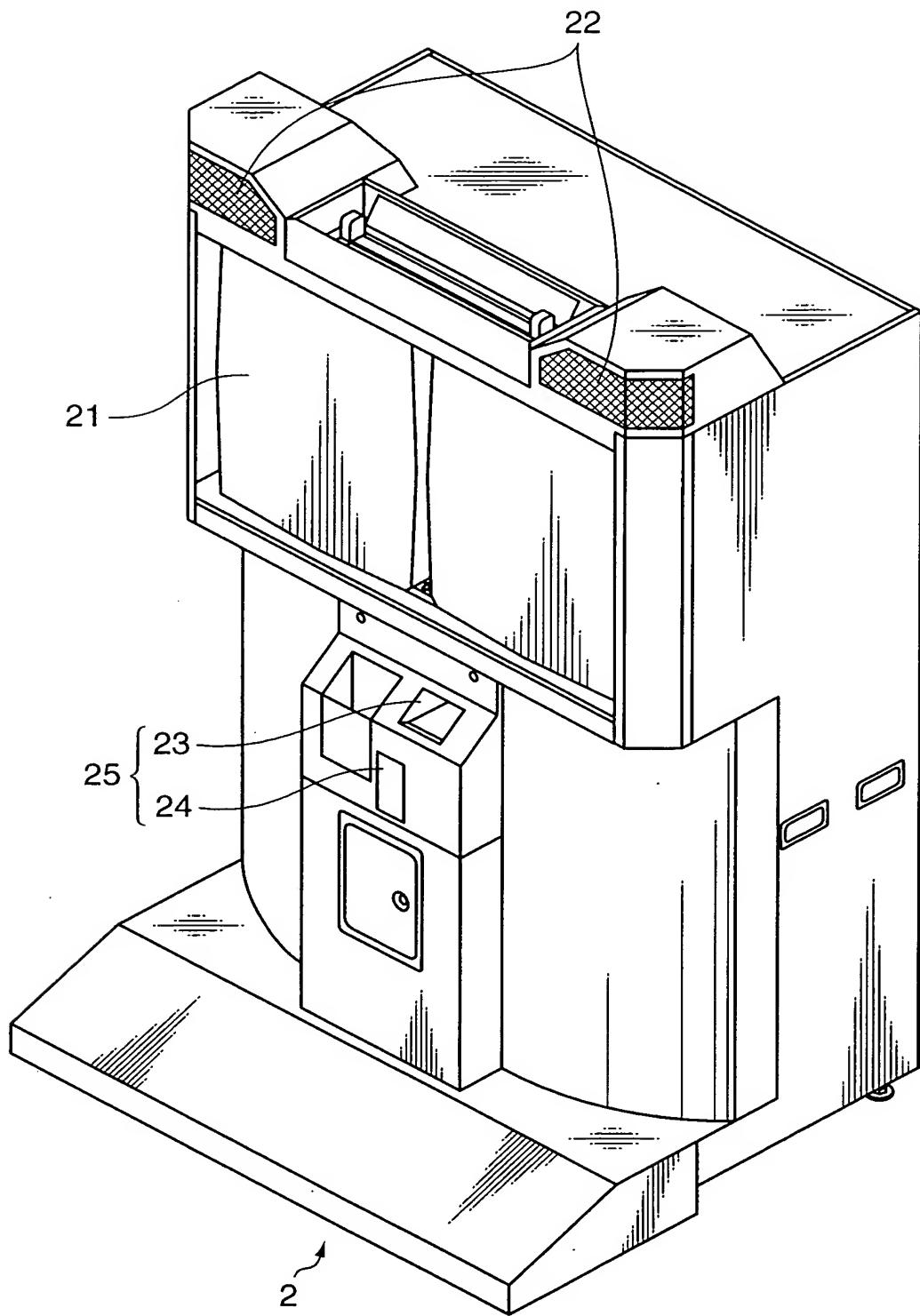
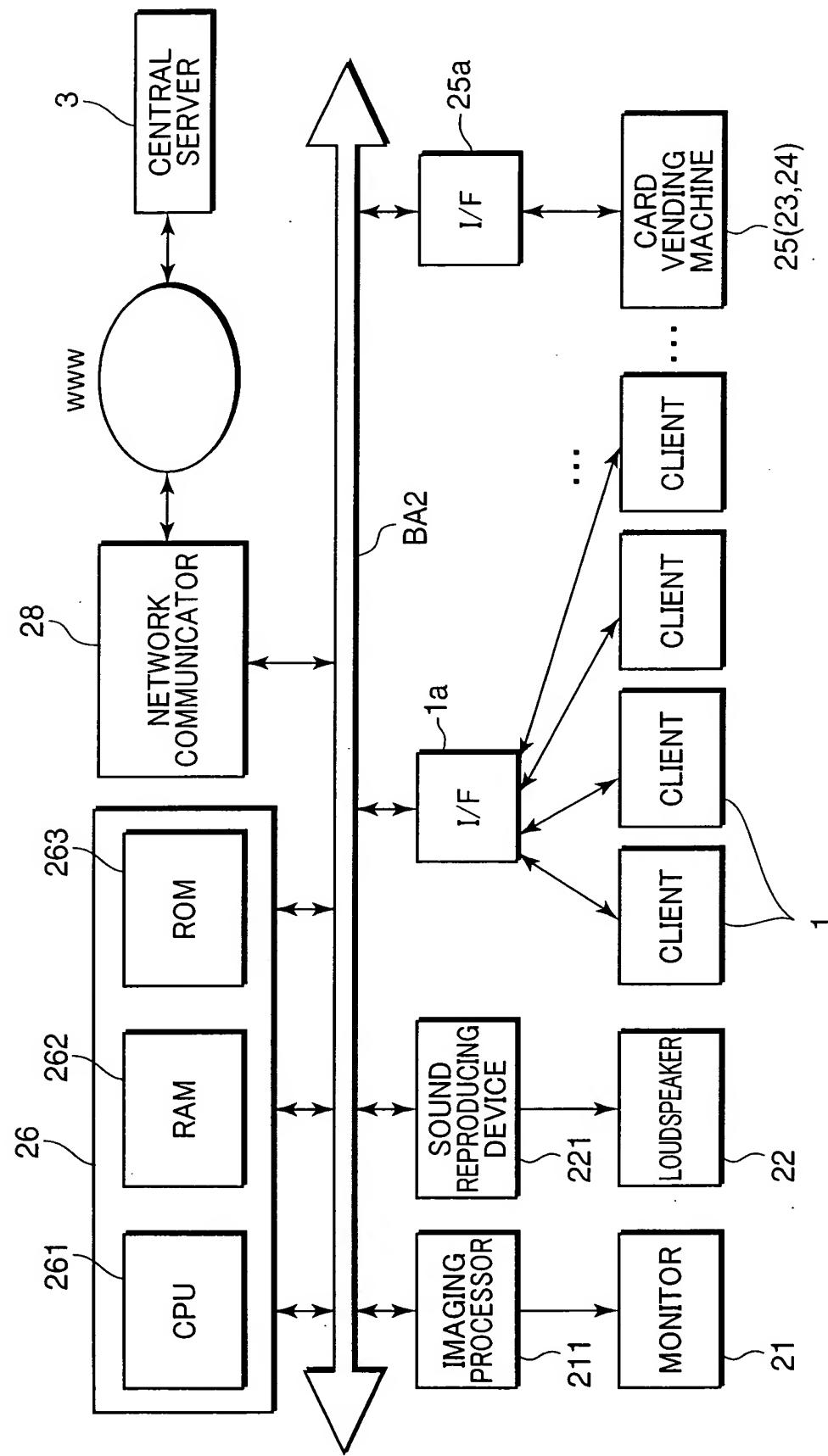


FIG.8



Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

FIG.9

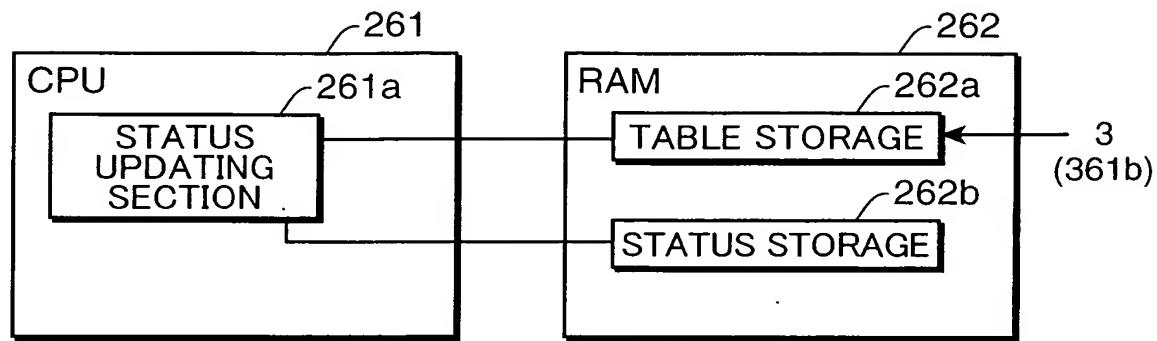


FIG.10

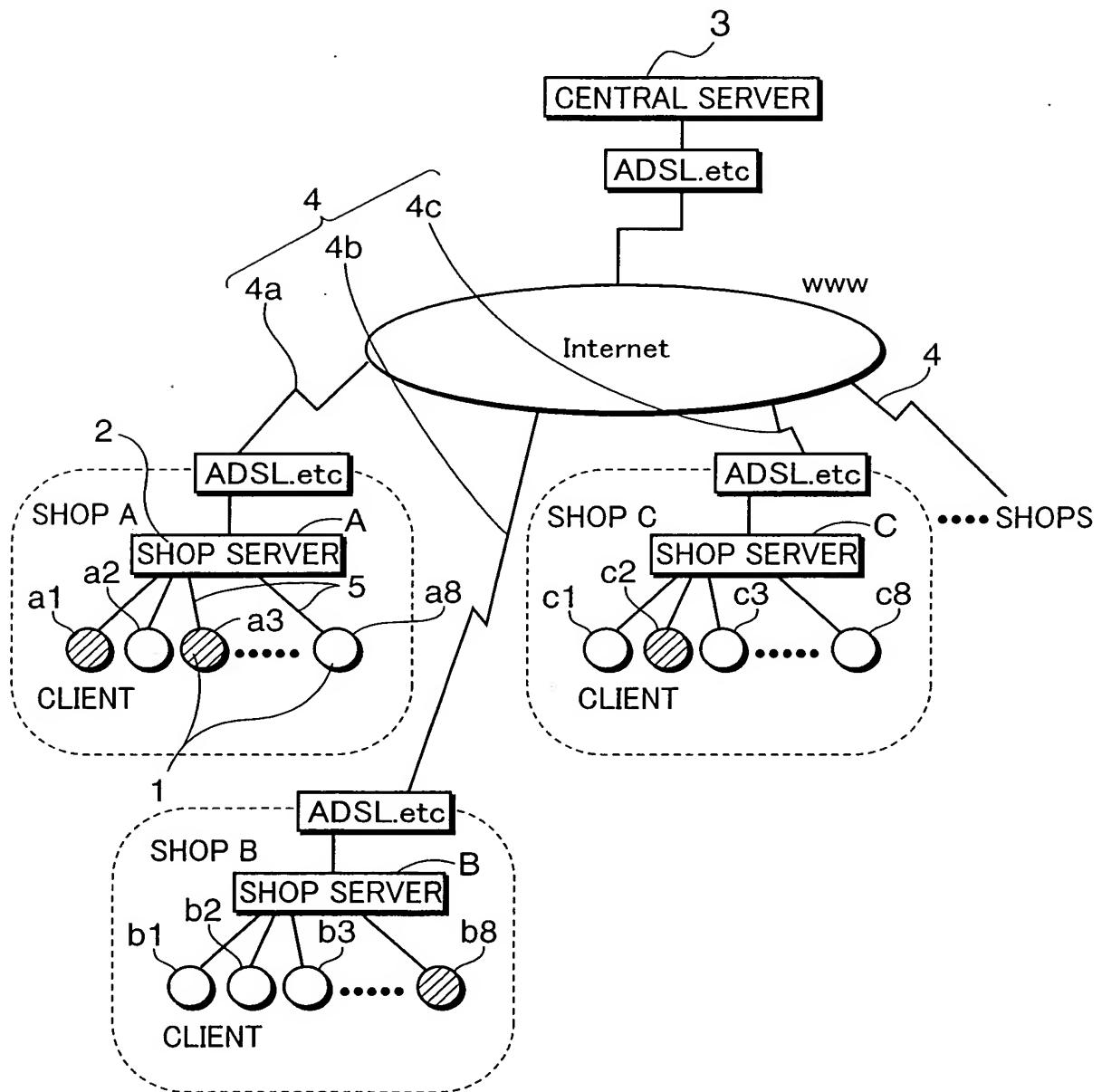


FIG.11

TABLE NUMBER TN	RECEIVING ORDER RN	CLIENT CN	SHOP SERVER SN	MASTER/SLAVE DISTINCTION MS	PLAYER DISTINCTION PC
1	1	a1	A	MASTER	PLAYER
	2	a3	A	MASTER	PLAYER
	3	b8	B	SLAVE	PLAYER
	4	c2	C	SLAVE	PLAYER
	2	:	:	:	:
	:	:	:	:	:
	:	:	:	:	:

Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

FIG.12A

SHOP SERVER A

TRANSMITTING CLIENT CN (VIA SHOP SERVER SN)	RECEIVING CLIENT CN (VIA SHOP SERVER SN)
a1	a3,b8(B),c2(C)
a3	a1,b8(B),c2(C)
b8(B)	a1,a3,c2(C)
c2(C)	a1,a3,b8(B)

FIG.12B

SHOP SERVER B

TRANSMITTING CLIENT CN (VIA SHOP SERVER SN)	RECEIVING CLIENT CN (VIA SHOP SERVER SN)
a1(A)	b8
a3(A)	b8
b8	A
c2(C,A)	b8

FIG.12C

SHOP SERVER C

TRANSMITTING CLIENT CN (VIA SHOP SERVER SN)	RECEIVING CLIENT CN (VIA SHOP SERVER SN)
a1(A)	c2
a3(A)	c2
b8(B,A)	c2
c2	A

FIG.13

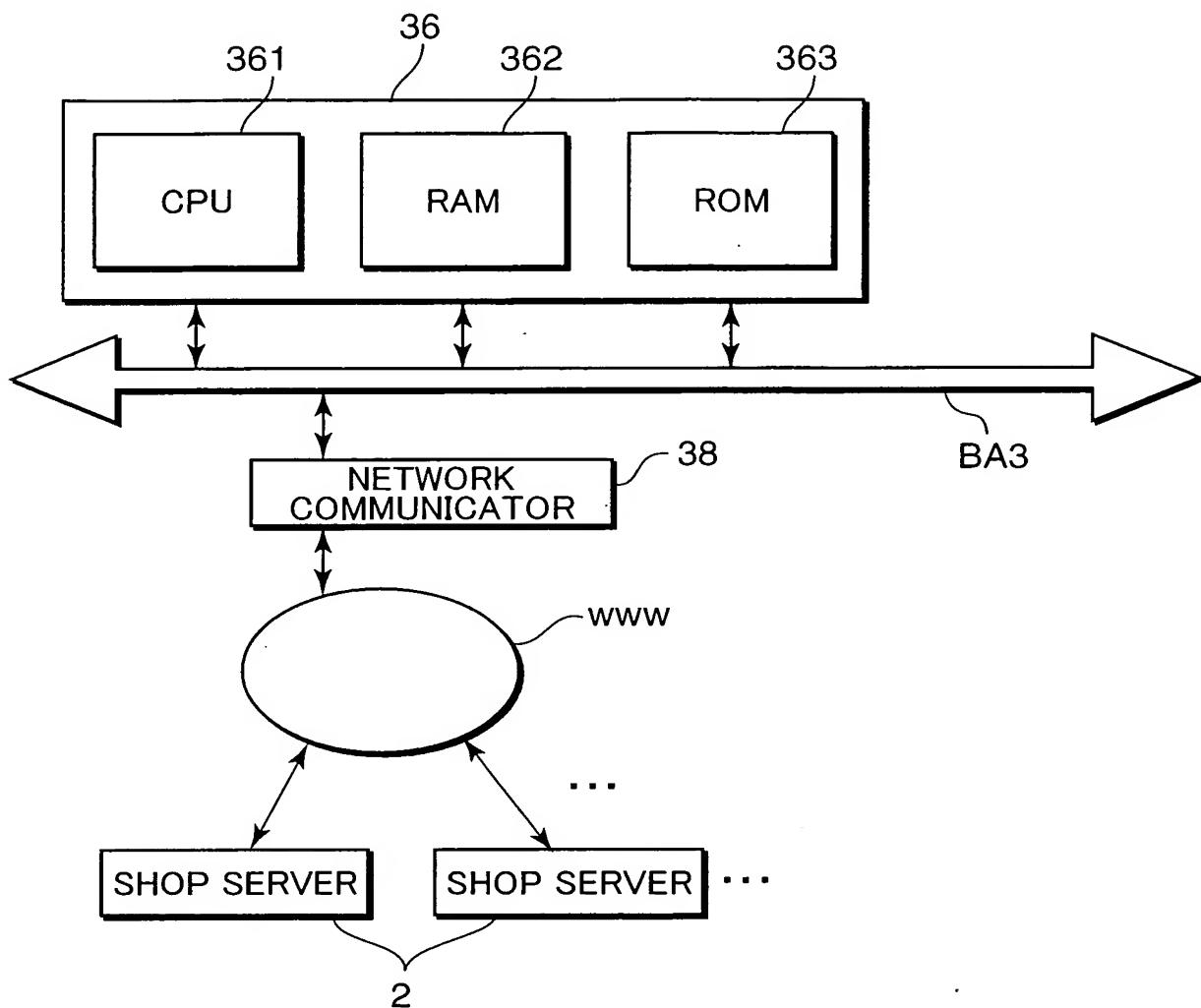
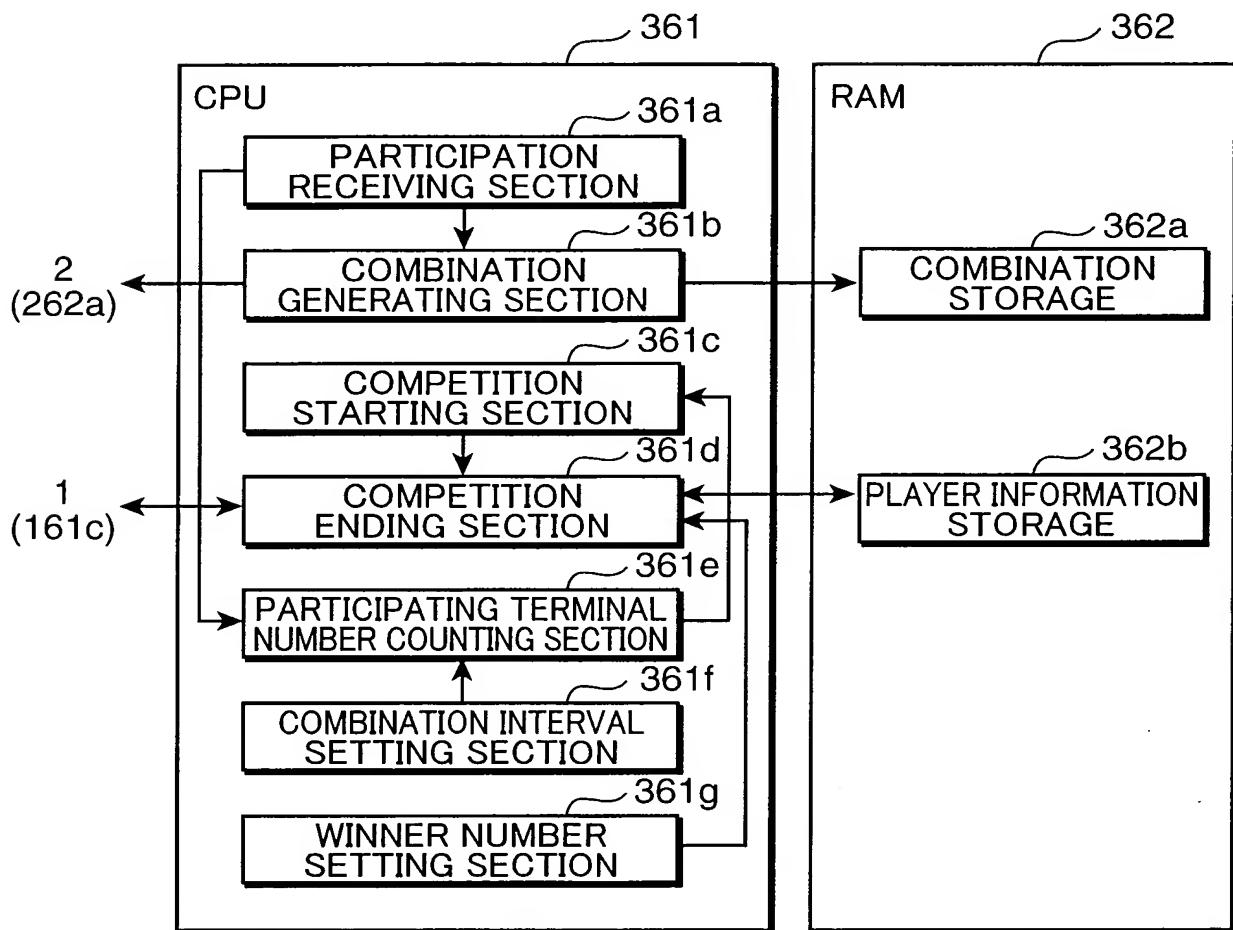


FIG.14



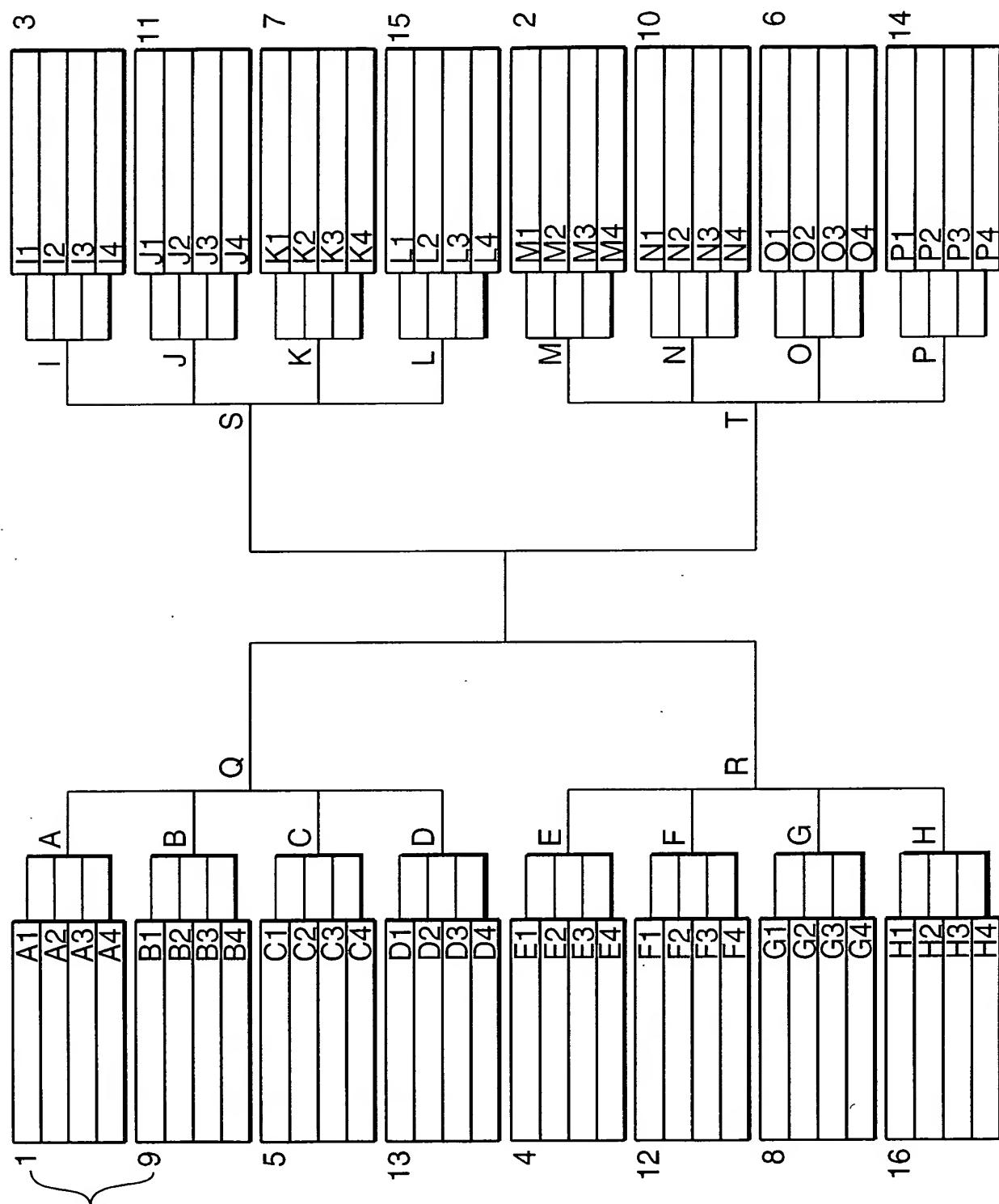


FIG.15

FIG.16

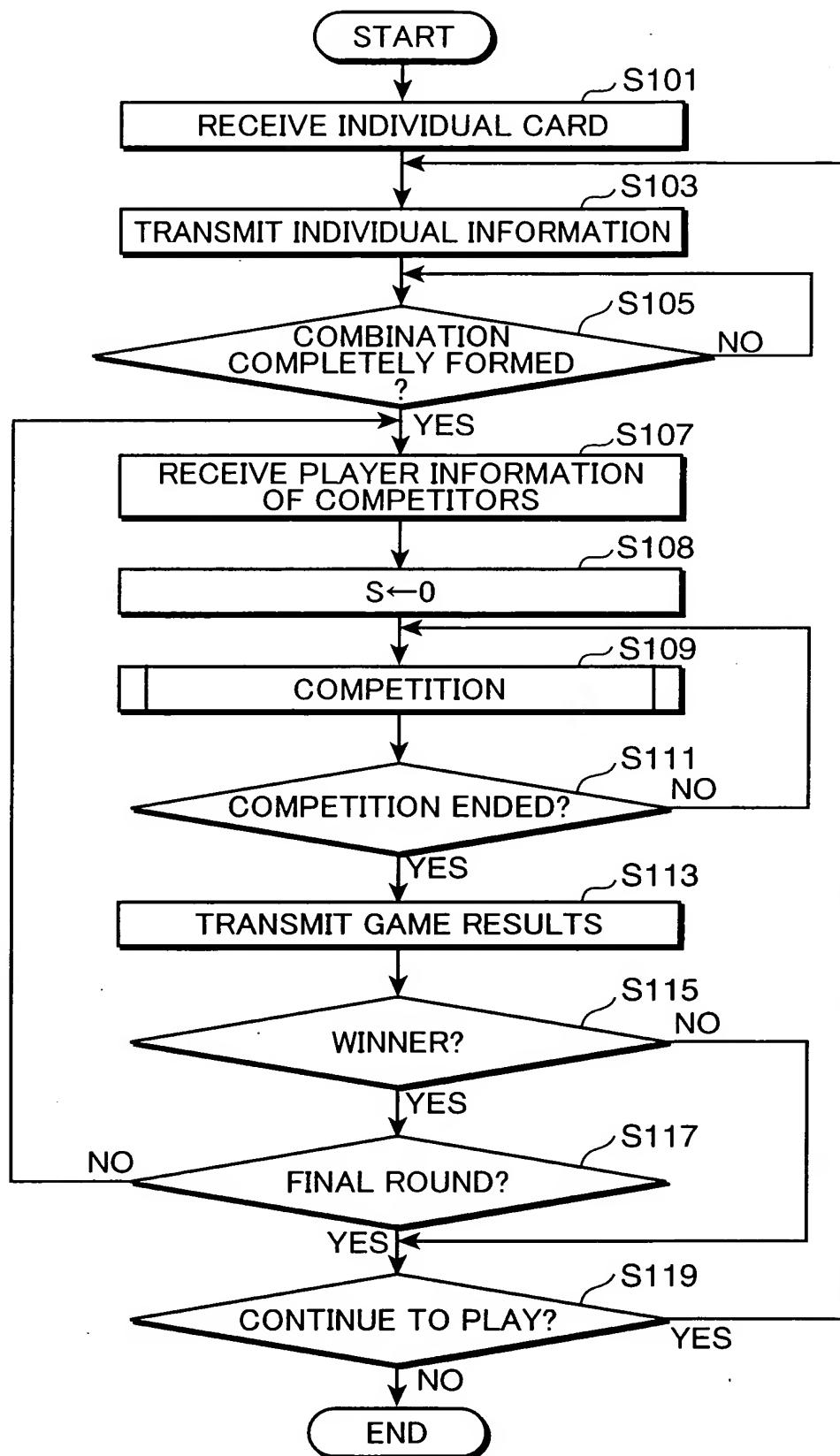


FIG.17

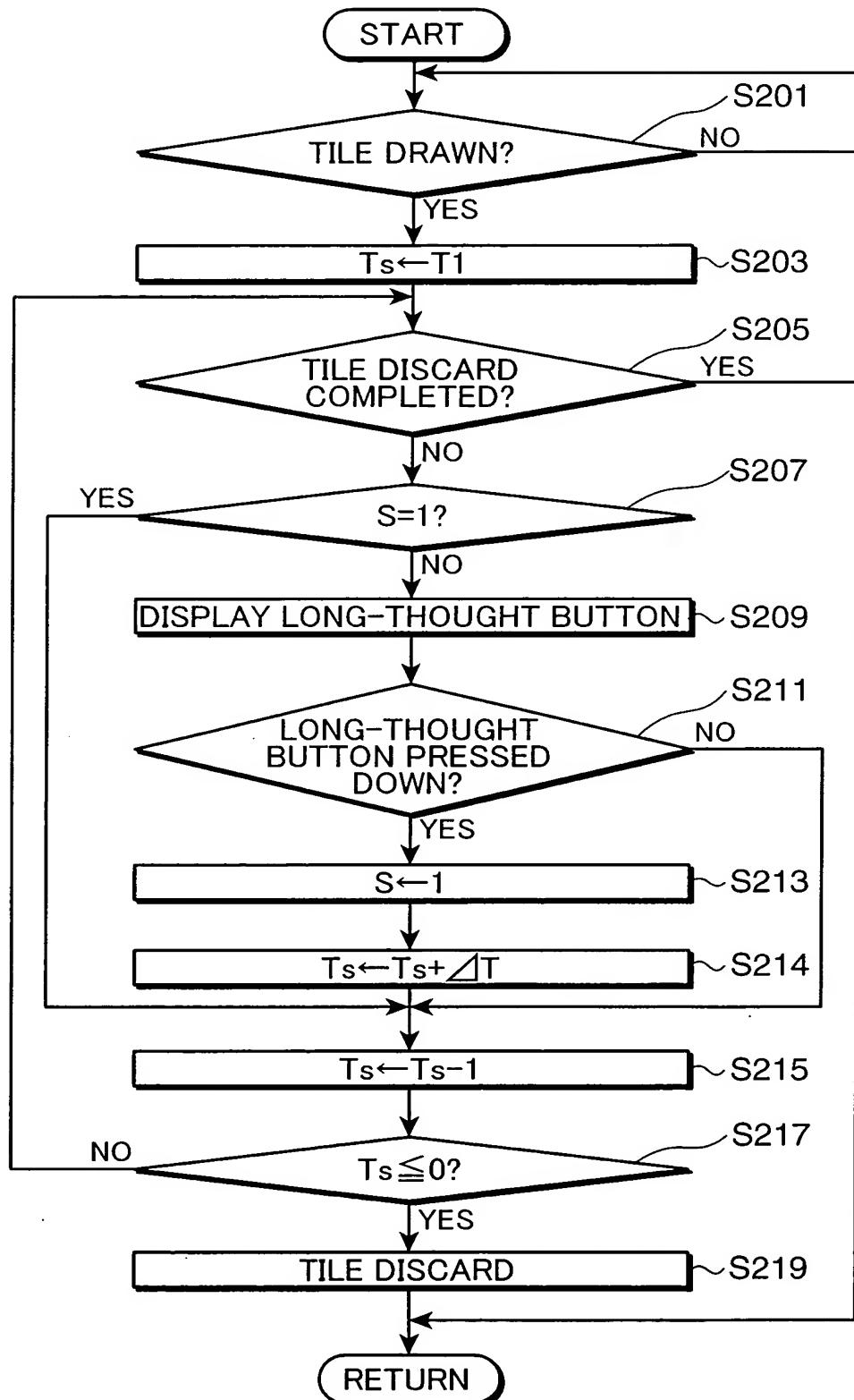
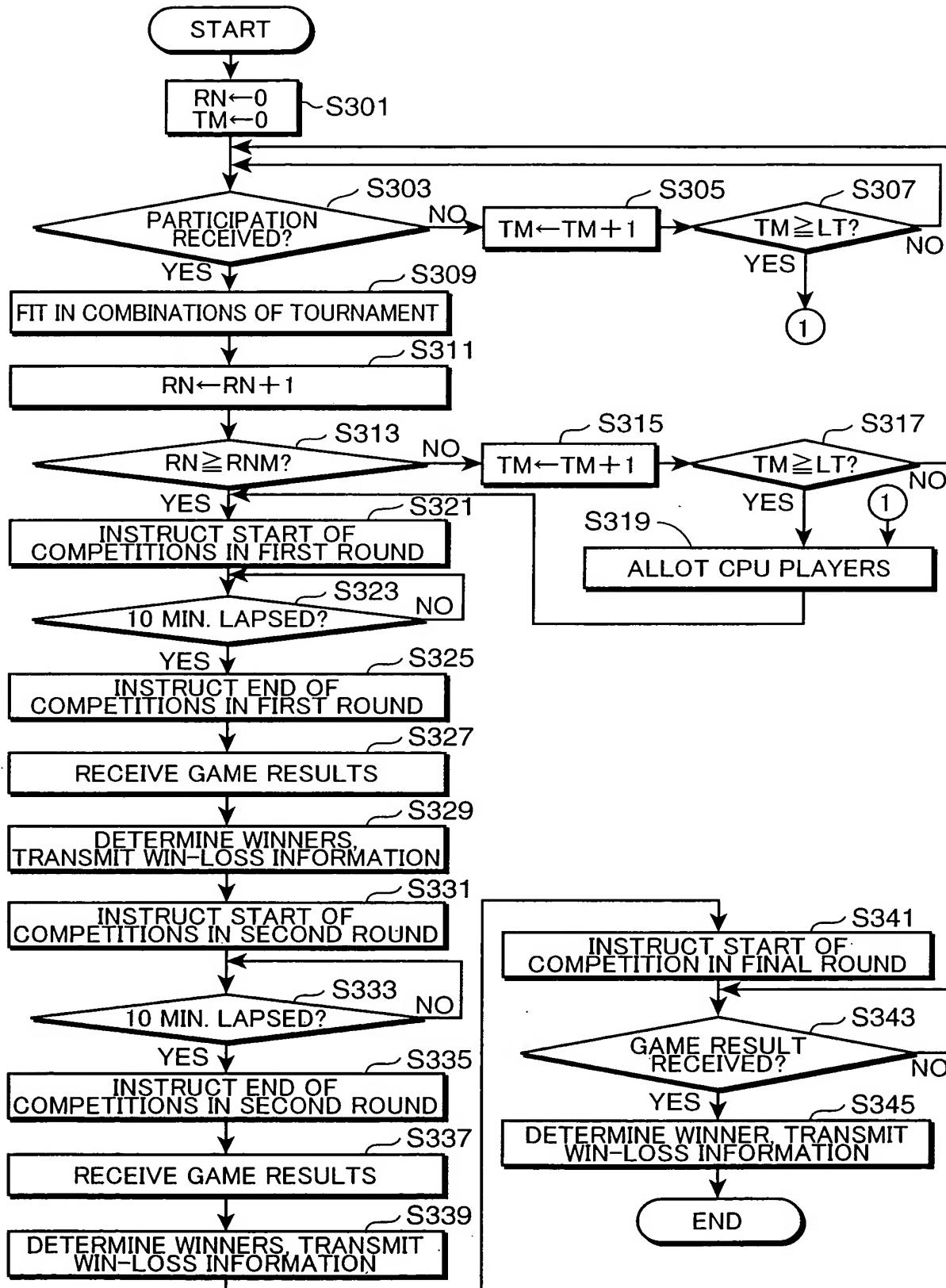


FIG.18



Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

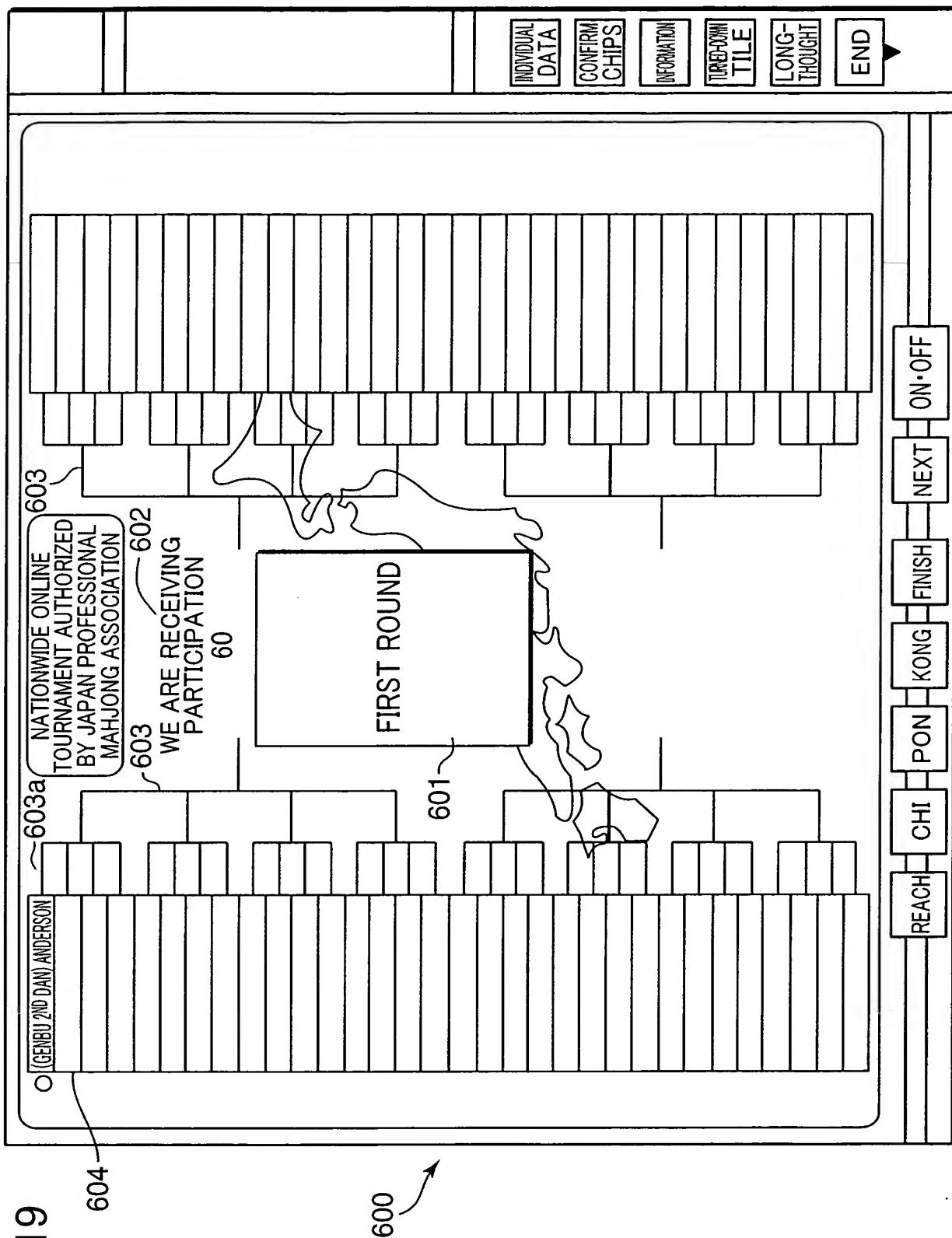


FIG. 19

Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

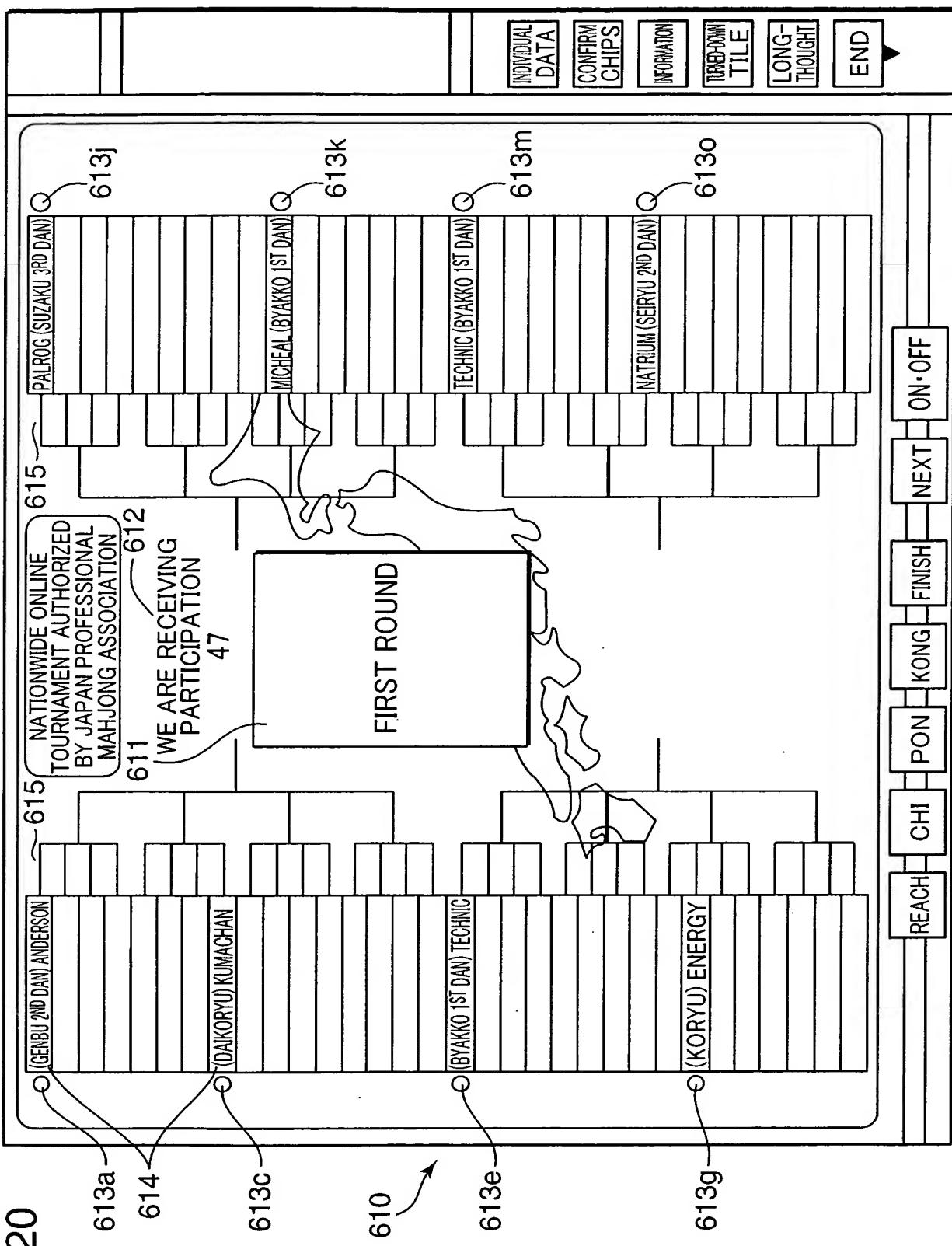


FIG.20

Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

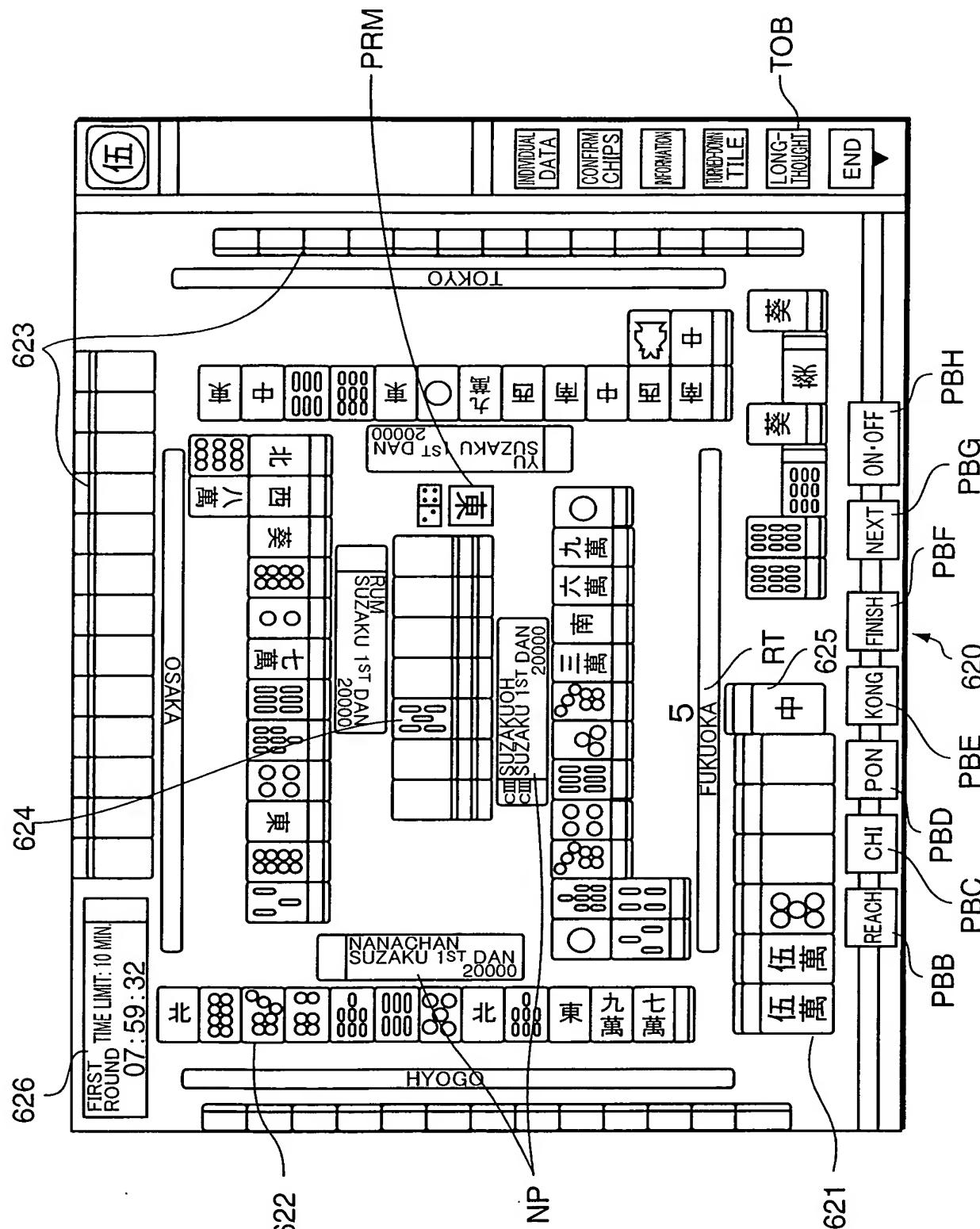


FIG.21

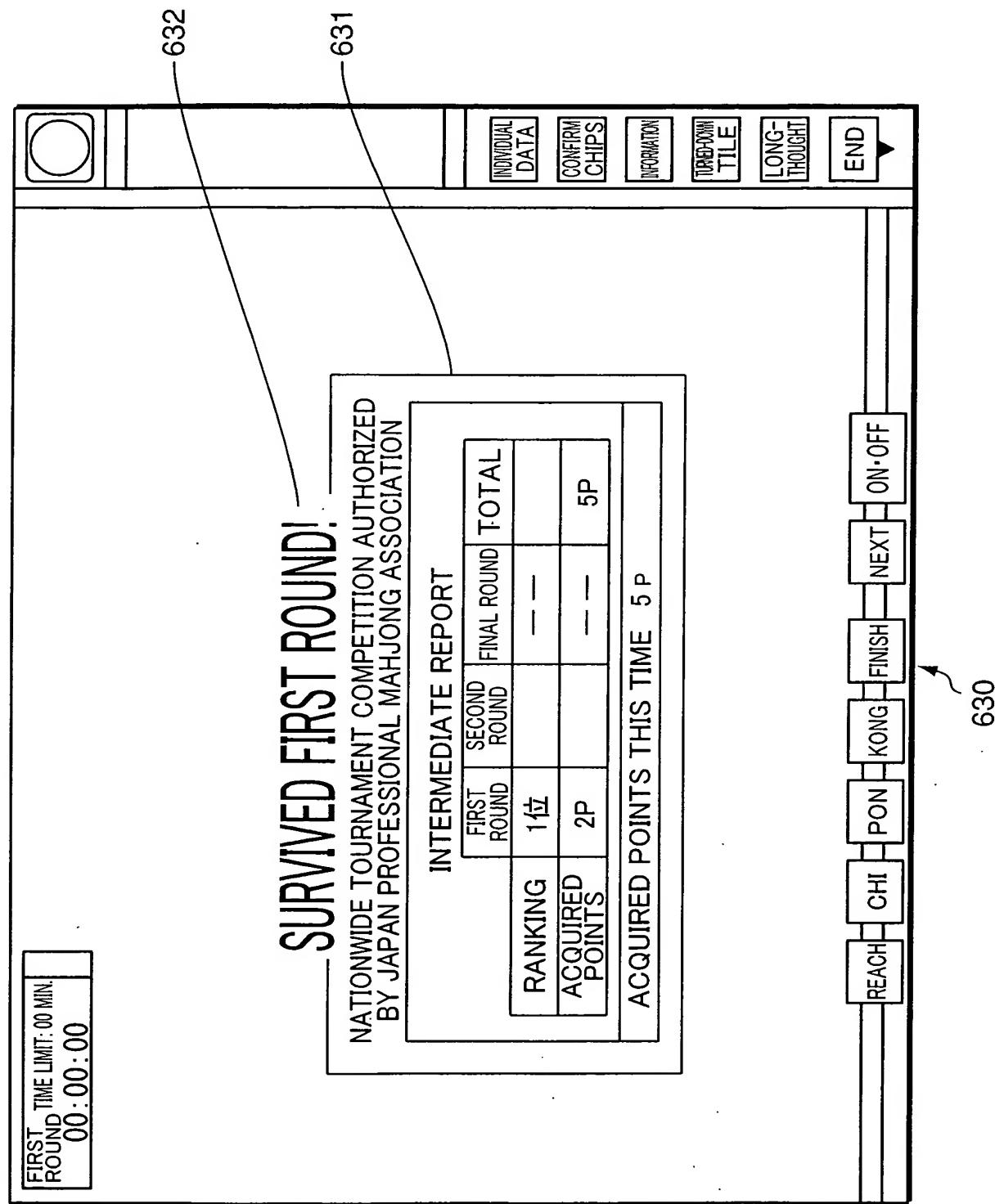


FIG.22

Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

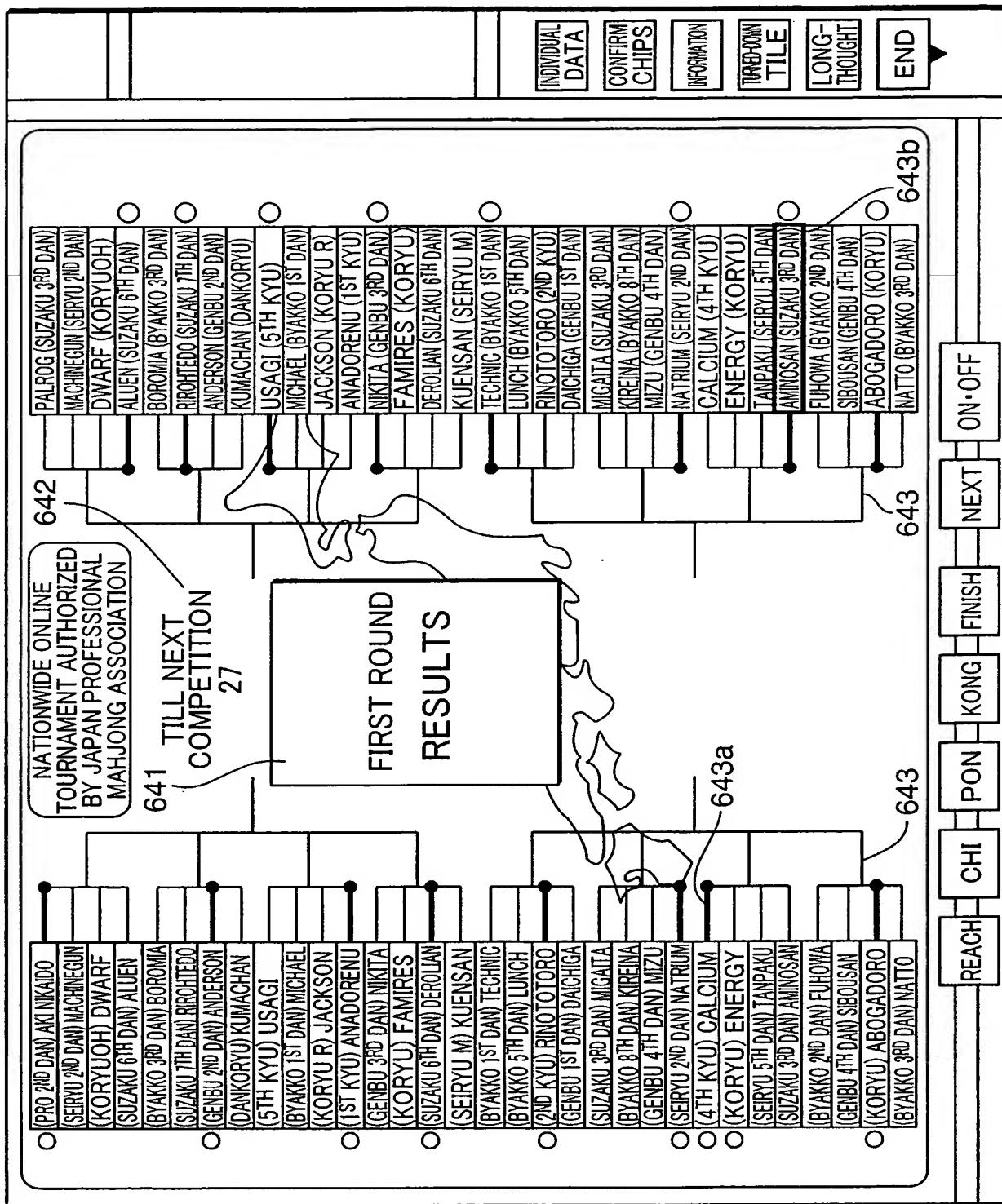


FIG.23

Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

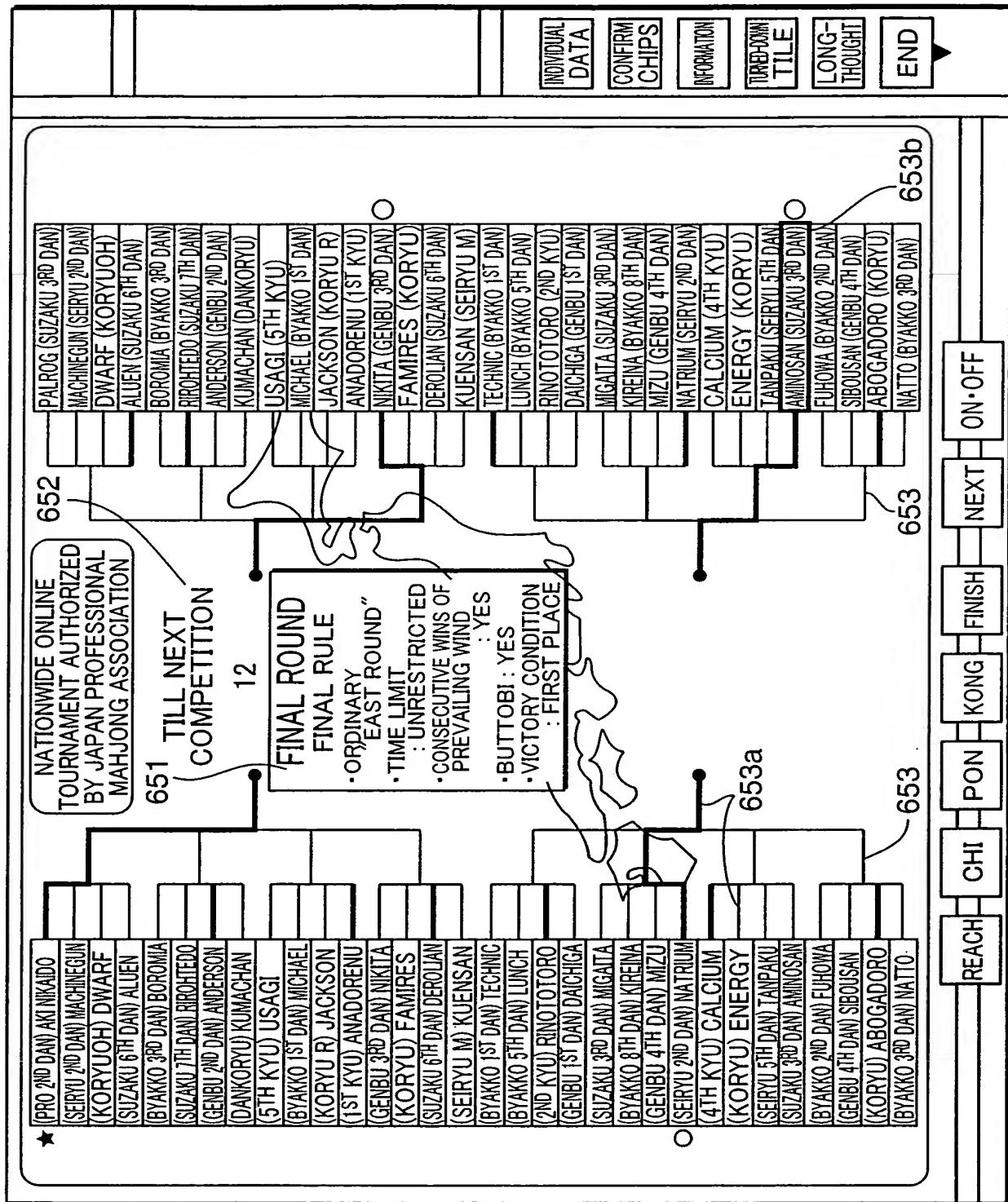


FIG.24

Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

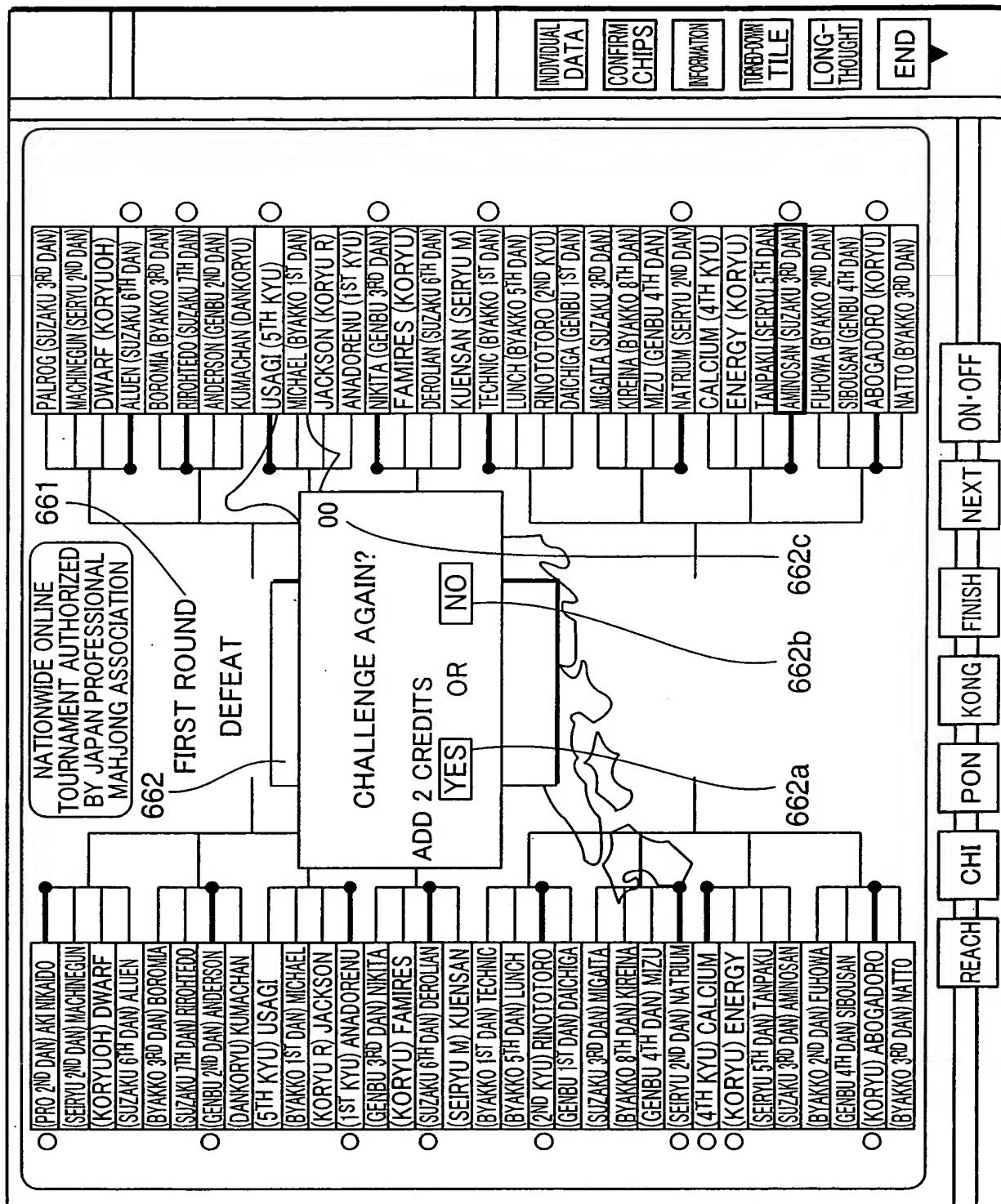


FIG.25